```
Audio::Sound::Flags
+ loaded
+ loading
+ streaming
          #flags
   Audio::Sound
  + ~Sound()
  + getName()
  + getFormat()
  + isLoaded()
  + isLoading()
  + isStreaming()
  + load()
  + unload()
  # Sound()
  # getFormat()
  # onLoaded()
  # waitLoad()
  # loadImpl()
  # abortLoad()
  # unloadImpl()
Audio::SimpleSound
+ ~SimpleSound()
+ getType()
# SimpleSound()
# isStreamLoaded()
# loadStream()
# closeStream()
# getStream()
# readBuffer()
# abortLoad()
```